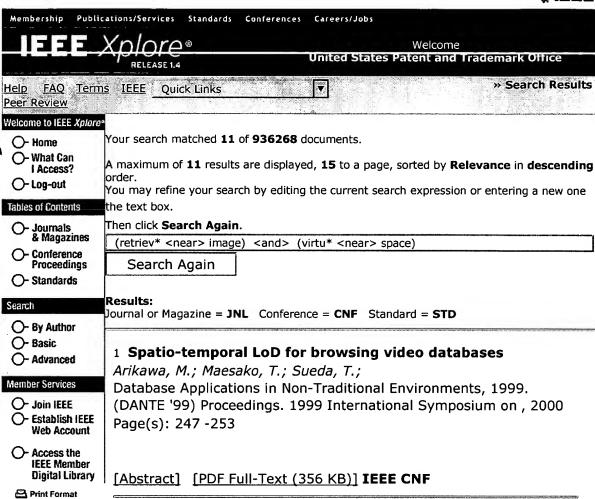


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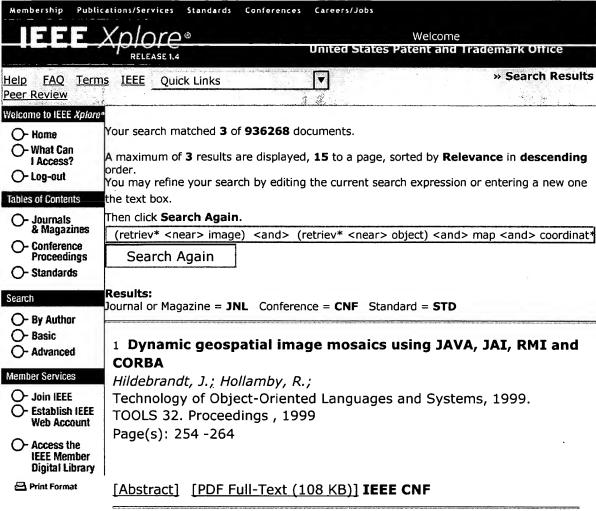
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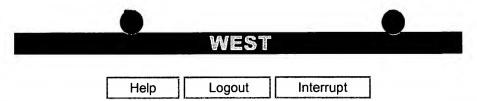
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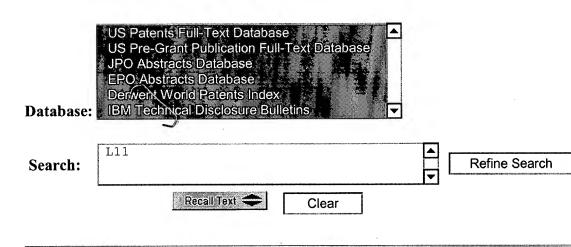


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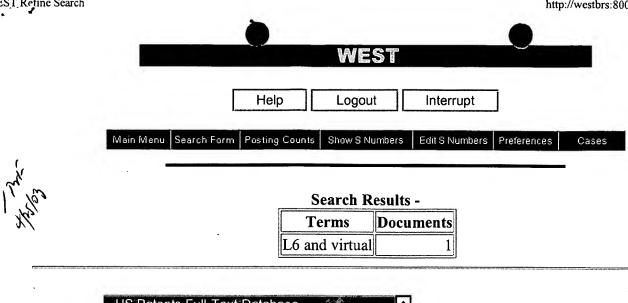
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<u>L3</u>	L1 and L2	635	<u>L3</u>
<u>L2</u>	((707/\$)!.CCLS.)	15216	<u>L2</u>
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<u>L4</u>	L3 and (image\$2 same table\$2)	287	<u>L4</u>
<u>L3</u>	L1 and L2	635	<u>L3</u>
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Multimedia document presentation, information extraction, and 100% document formation in MINOS: a model and a system S. Christodoulakis, M. Theodoridou, F. Ho, M. Papa, A. Pathria ACM Transactions on Information Systems (TOIS) December 1986 Volume 4 Issue 4

MINOS is an object-oriented multimedia information system that provides integrated facilities for creating and managing complex multimedia objects. In this paper the model for multimedia documents supported by MINOS and its implementation is described. Described in particular are functions provided in MINOS that exploit the capabilities of a modern workstation equipped with image and voice input-output devices to accomplish an active multimedia document presentation and browsing within docu ...

2 Research centers: Database research at UT Arlington

100%

Sharma Chakravarthy , Alp Aslandogan , Ramez Elmasri , Leonidas Fegaras, JungHwan Oh ACM SIGMOD Record March 2003 Volume 32 Issue 1

3 Sketch: A domain-independent system for sketch recognition

100%

Bo Yu , Shijie Cai

Proceedings of the 1st international conference on Computer





graphics and interactive techniques in Austalasia and South East Asia February 2003

Freehand sketching is a natural and powerful means of interpersonal communication. But to date, it still cannot be supported effectively by human-computer interface. In this paper, we describe a domain-independent system for sketch recognition. Our system allows users to draw sketches as naturally as how they do on paper, and it recognizes the drawing through imprecise stroke approximation which is implemented in a unified and incremental procedure. This method can handle smooth curves and hybri ...

4 Spatio-temporal data handling: The 2-3TR-tree, a

100%

trajectory-oriented index structure for fully evolving valid-time spatio-temporal datasets

Mahdi Abdelguerfi , Julie Givaudan , Kevin Shaw , Roy Ladner Proceedings of the tenth ACM international symposium on Advances in geographic information systems November 2002

Supporting large volumes of multi-dimensional data is an inherent characteristic of modern database applications, such as Geographical Information Systems (GIS), Computer Aided design (CAD), and Image and Multimedia Databases. Such databases need underlying systems with extended features like query languages, data models, and indexing methods, as compared to traditional databases, mainly because of the complexity of representing and retrieving data. The presented work deals with access methods f ...

5 Agents teaching agents to share meaning

100%

Andrew B. Williams , Zijian Ren

Proceedings of the fifth international conference on Autonomous agents May 2001

The promise of intelligent agents acting on behalf of users' personalized knowledge sharing needs may be hampered by the insistence that these agents begin with a predefined, common ontology instead of personalized, diverse ontologies. Only until recently have researchers diverged from the last decades common "ontology paradigm" to a paradigm involving agents that can share knowledge using diverse ontologies. This paper describes how we address this agent knowledge sharing probl ...

6 Extending hypertext streaming protocol to realize effective web 100%

d page transmission via a caching proxy

Tadashi Nakano , Kaname Harumoto , Shinji Shimojo , Shojiro Nishio





Proceedings of the 2001 ACM symposium on Applied computing March 2001

7 Use of semantic structure in information systems

100%

引 J. D. Sable

Communications of the ACM January 1962 Volume 5 Issue 1

8 Reading of electronic documents: the usability of linear,

100%

d fisheye, and overview+detail interfaces

Kasper Hornbæk , Erik Frøkjær

Proceedings of the SIGCHI conference on Human factors in computing systems March 2001

Reading of electronic documents is becoming increasingly important as more information is disseminated electronically. We present an experiment that compares the usability of a linear, a fisheye, and an overview+detail interface for electronic documents. Using these interfaces, 20 subjects wrote essays and answered questions about scientific documents. Essays written using the overview+detail interface received higher grades, while subjects using the fisheye interface read documents faster. ...

9 Object-focused interaction in collaborative virtual environments 100%

Jon Hindmarsh , Mike Fraser , Christian Heath , Steve Benford , Chris Greenhalgh

ACM Transactions on Computer-Human Interaction (TOCHI)

December 2000

Volume 7 Issue 4

This paper explores and evaluates the support for object-focused interaction provided by a desktop Collaborative Virtual Environment. An experimental "design" task was conducted, and video recordings of the participants' activities facilitated an observational analysis of interaction in, and through, the virtual world. Observations include: problems due to "fragmented" views of embodiments in relation to shared objects; participants compensating with spoken accounts ...

10 Theoretical considerations in information retrieval systems

100%

d Jack Belzer , W. Goffman

Communications of the ACM July 1964

Volume 7 Issue 7

A method for automatic loading of library subroutines, which can be adapted to operate in conjunction with any conventional two-pass assembler is described. The method is specifically





designed to cope with a nested library structure.

11 Designing surfaces in 3-D

100%

1 James H. Clark

Communications of the ACM August 1976

Volume 19 Issue 8

An experimental system for computer-aided design of free-form surfaces in three dimensions is described. The surfaces are represented in the system as parametric basis splines. The principal features of the system are: (1) the surfaces are rendered as isoparametric line drawings on a head-mounted display, and they are designed with the aid of a three-dimensional " wand, " which allows 3-D movements of the points controlling the shapes of the surfaces, (2) all of the interactions w

12 An Elementary Discussion of Compiler/Interpreter Writing

100%

R. L. Glass

ACM Computing Surveys (CSUR) January 1969 Volume 1 Issue 1

13 Two-dimensional spatial positioning as a means for reflection in 100% design

Kumiyo Nakakoji , Yasuhiro Yamamoto , Shingo Takada , Brent N. Reeves

Conference proceedings on Designing interactive systems: processes, practices, methods, and techniques: processes, practices, methods, and techniques August 2000

In the realm of computer support for design, developers have focused primarily on power and expressiveness that are important in framing a design solution. They assume that design is a series of calculated steps that lead to a clearly specified goal. The problem with this focus is that the resulting tools hinder the very process that is critical in early phases of a design task; the reflection-in-action process [15]. In the early phases, what is required as the most important ingredient fo ...

14 A performance comparison of quadtree-based access methods 100% for thematic maps

Eleni Tousidou , Yannis Manolopoulos Proceedings of the 2000 ACM symposium on Applied computing March 2000

15 CMU sidewalk navigation system: a blackboard-based outdoor 100%





navigation system using sensor fusion with colored-range images

Y. Goto , K. Matsuzaki , I. Kweon , T. Obatake Proceedings of 1986 faii joint computer conference on Faii joint computer conference November 1999

16 Some Aspects of Hierarchical Memory Systems

100%

1 Debasis Mitra

Journal of the ACM (JACM) January 1974

Volume 21 Issue 1

A class of demand paging algorithms for some two-level memory hierarchies is analyzed. The typical memory hierarchy is comprised of the core and a backing device. A distance matrix characterizes the properties of the latter device. The sequence of address references directed to the hierarchy by the CPU and channels is modeled as a Markov process. A compact expression for the mean time required to satisfy the page demands is derived and this expression provides the basis for some optimizatio ...

17 A synchronization model for recorded presentations and its

100%

d relevance for information retrieval

W. Hürst , R. Müller

Proceedings of the seventh ACM international conference on Multimedia (Part 1) October 1999

In order to improve the acceptance of recorded presentations, we introduce a new open document type covering a wide range of different media classes typically appearing in this scenario. Instances of this document type can be replayed using our time-based synchronization model. Random access in combination with the realized stream/media-layered synchronization mechanism results in essential features such as Random Visible Scrolling and Unrestricted Cross-Referencing ...

18 Social and ethical education in computing using virtual

100%

d environments

Michael Houle, Michael Houle

Proceedings of the second Australasian conference on Computer science education July 1997

19 Fragmented interaction: establishing mutual orientation in

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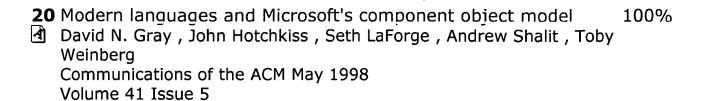
d virtual environments

Jon Hindmarsh , Mike Fraser , Christian Heath , Steve Benford , Chris Greenhalgh

Proceedings of the 1998 ACM conference on Computer supported







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21 Editorial

Ouri Wolfson

Mobile Networks and Applications October 1997 Volume 2 Issue 2

22 Object-based navigation: an intuitive navigation style for 100% content-oriented integration environment Kyoji Hirata, Sougata Mukherjea, Yusaku Okamura, Wen-Syan Li, Yoshinori Hara Proceedings of the eighth ACM conference on Hypertext April 1997

23 Information systems modeling: an object oriented development 100% method

William R. Bitman

Proceedings of the ninth Washington Ada symposium on Ada: Empowering software users and developers July 1992

24 Adding imageability features to information displays 100%

Matthew Chalmers , Robert Ingram , Christoph Pfranger
Proceedings of the 9th annual ACM symposium on User interface software and technology November 1996





25 Analysis of retrieval performance for records and objects using 100% optical disk technology

Stavros Christodoulakis

ACM Transactions on Database Systems (TODS) June 1987 Volume 12 Issue 2

In this paper we examine the problem of object and record retrieval from optical disks. General objects (such as images, documents, etc.) may be long and their length may have high variance. We assume that all the components of an object are stored consecutively in storage to speed-up retrieval performance. We first present an optical disk model and an optimal schedule for retrieval of records and objects which qualify in a single query on a file stored on an optical disk device. We then pr ...

26 An online video placement policy based on bandwidth to space 100% ratio (BSR)

Asit Dan, Dinkar Sitaram

ACM SIGMOD Record , Proceedings of the 1995 ACM SIGMOD international conference on Management of data May 1995 Volume 24 Issue 2

In a video-on-demand server, resource reservation is required to guarantee continuous delivery. Hence any given storage device (or a striping group treated as a single logical device) can serve only up to a fixed number of client access streams. Each storage device is also limited by the number of video files it can store. For the reasons of availability, incremental growth, and heterogeneity, there may be multiple storage devices in a video server environment. Hence, one or more copies of a par ...

27 Learning subjective relevance to facilitate information access

100%

James R. Chen , Nathalie Mathé
Proceedings of the fourth international conference on Information and knowledge management December 1995

28 An image retrieval system considering subjective perception 100%
Haruhiko Nishiyama , Sumi Kin , Teruo Yokoyama , Yutaka
Matsushita
Proceedings of the SIGCHI conference on Human factors in

computing systems: celebrating interdependence April 1994

29 INFANT: a modular approach to natural language processing 100%
Paul Buchheit
Proceedings of the 1993 ACM conference on Computer science March



The INFANT System is a working natural language processing system that approaches language analysis through the integration of a large number of interdependent procedural modules. By themselves the modules perform specific, predictable, and rather mundane tasks; taken together, they make up an understanding system whose 'beliefs' and responses are varied and unpredictable. Thus a type of emergent behavior is demonstrated by the system. This paper describes the overall modular design ...

30 Commenting on action: continuous linguistic feedback generation

100%

Wim Claassen, Edwin Bos, Carla Huls, Koenraad De Smedt Proceedings of the 1st international conference on Intelligent user interfaces February 1993

31 Simple word strings as compound keywords: an indexing and

100%

ranking method for Japanese texts

Yasushi Ogawa , Ayako Bessho , Masako Hirose Proceedings of the 16th annual international ACM SIGIR conference on Research and development in information retrieval July 1993

This paper describes a new indexing method for Japanese text databases using the simple keyword string, in which a compound word is treated as a string of simple words, which are the smallest units in Japanese grammar which still maintain their meanings. This method allows retrieved texts to be ranked, according to the similarity of their meaning to the query, without using a control vocabulary or thesaurus. This paper also introduces the keyword feature, w ...

32 Bead: explorations in information visualization

100%

Matthew Chalmers , Paul Chitson

Proceedings of the 15th annual international ACM SIGIR conference on Research and development in information retrieval June 1992. We describe work on the visualization of bibliographic data and, to aid in this task, the application of numerical techniques for multidimensional scaling. Many areas of scientific research involve complex multivariate data. One example of this is Information Retrieval. Document comparisons may be done using a large number of variables. Such conditions do not favour the more well-known methods of visualization and graphical analysis, as it is rarely feasible to map each variable ...

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